

RESERVED RAM

Page Data Bytes

Page Data Bytes



120

136

121

137

122

138

7B00

123

139

124

VOID.2

480

256

140

125

224

141

32

MAPS

1440

126

VOID.3

480

256

142

127

192

143

128

?

144

X

116

160

96

20

129

145

130

SCROL.SRC

146

131

MESSAGES

147

132

VOID.1

480

256

148

224

NTABLE
(Rom. Names)
15 x 144

2160

133

32

149

134

TITLE

800

150

135

151

136



152

153

NAMES

20 x 198

260

132

124

936

154

UNUSED

130

20

110

155

ASEMT REFRESH

126

ASEMT DATA

128

20

108

156

LTNEADR

20

7C00

GR.0 DL

128

32

32

TEXT GR.

157

158

GR.0

Display

960

159

Memory

160

ROM

PAGE SIX

1536	600	0			1536
			VBLANK	8	
1552	610	16			
			RETURN key	?	
1568	620	32			
					1575
1584	630	48			
1600	640	64			
1616	650	80	MOVE	121	
1632	660	96			
1648	670	112			
1664	680	128	UNUSED	7	1664
			CUSTOM DISPLAY LIST	27	
1680	690	144			
					1691
1696	6A0	160	Interrupt	11	
			UNUSED	3	1705
1712	6B0	176	TITLE DISPLAY LIST	26	
1728	6C0	192			
					1731
1744	6D0	208	UNUSED	14	1745
			LOAD + GO	36	
1760	6E0	224			
1776	6F0	240			
1792	700	256	UNUSED	11	

	Bytes	
0		33280
16		
32		
48		
64	Blank	
80	160	
96		
112		
128		
144		
160		
	10	33450
176	EXPLORE	10 33460
	10	VOST 33470
192	10	STRENGTH 33480
208	10	OBJECTS 33490
224		
240		
256		

SELECT LEVEL AND PRESS START

NOVICE	28
INTERMEDIATE	6
ADVANCED	12
	8

	VBLANK	8	1536
16	UNUSED	9	1544
32	?	22	1553
		~~20~~	1575
48			
64	MOVE	121	
128	UNUSED	7	1657
	DISPLAY LIST	27	1664
	Interrupt		1691
	UNUSED	~~24~~	1702
	TITLE		1705
	DISLIST	26	
196	UNUSED	14	1731
	LOAD & GO		1745
256	UNUSED	11	1792

127

129

130

131

132

133

134

135

136

137

138

139

140

141

142

143

144

145

146

147

148

149

150

151

152

153

154

155

156

157

158

159

160

39968

DLI P6-153

1691

SCROLL SRC

MESSAGES

VOID.

LO #
BYTE BYTES

TITLE

CHARSET

MAP

NTABLE
(Rm. Names)

NAME

REFRESH

ASSIGNMENT DATA

LTREADIS

TEXT EX.

DL DL

780

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

78

Line Addr = 155 * 256 + 108 = 39808

8800

8800

160
0
20

96
20

36768

39808

to 39967

2160

132

124

236

40

126

20

108

20

128

22

22

22

22

22

22

22

22

22

22

22

22

22

22

22

22

22

22

22

22

22

22

UNUSED

39808

39968 - DL
40000 - SCROLL

POKE TEXT WINDOW

9C00

DL : 39968

98,84, to 98,EC

40000

40960

156,64

160,00

9C 40

160 00

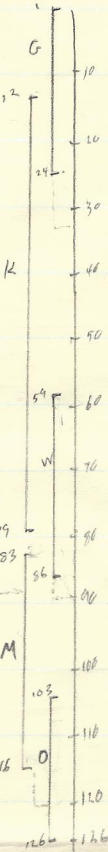
9F 80

9F 60

G ~~G-K~~ K ~~K-W~~ W ~~W-M~~ M ~~M-O~~ O

0

1	K	K	M-O	K	W
2	M	O	M	M-O	K
3	K	K	K	K	M
4	M	K	M	K	KW
5	KW	K	K	K	KW
6	M	M	K	KW	M
7	K	K	M-O	M	O
8	K	KW	K	KW	KW
9	K	KW	KW	KW	W



1

1	GK	GK	K	B
2	GK	G	GK	K
3	G	K	G	GK
4	M-O	GK	G	KW
5	GK	G	WM	GK
6	M	G	M-O	GK
7	G	KW	WM	M
8	K	M	G	WM
9	K	M	KW	KW

2

1	KW	KW	M-O	KW	M-O
2	K	K	K	M	K
3	M-O	W	M	M-O	M-O
4	M-O	KW	K	M	O
5	K	K	K	M	O
6	KW	M	KW	M	KW
7	K	M-O	M-O	K	KW

CODE (3, 49) INDEXED BY CHARACTER # (KCODE)
 CODE (1, I) = NAME CODE OBJC
 CODE (2, I) = ASKEY CODE
 CODE (3, I) = ENCOUNTER CODE

KNOW (2, 20) INDEXED BY CHARACTER # (KCODE)
 KNOW (1, I) = CHARACTER # of WIE-OBJ KNOWN
 KNOW (2, I) = RN OF KNOWN WIE-OBJ

NAME CODE = CODEADR + (0 * 49) + I POKE KCODEADR + I, D J, 49
 ASKEY CODE = CODEADR + 49 + I
 ENCOUNTER CODE = CODEADR + 98 + I

4804 (84804) — Buff
8804 (88804) — Green

	Initials	Date
Prepared By		
Approved By		

1

2

3

4

1 15000

Toggle

TOGGLE

CURADD
OLDDAT

2

3

4

5

6 16000

RESULTS

S

R

7

8

9

10

11 25000

I KNOW

12

13

14

15

16 27000

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

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27

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31

32

33

34

35

36

37

38

39

40

80
82
128 81
83

I

NAME
REF
(CODE(1, J))

CHR
REF
(CODE(2, J))

len)

OBJ

1	36	TROLL	3	126	*	36	0
4	37	SORCERER	4	73	← 96		
5	38	WITCH	5	125	-		
6	39	CLOUD	6	127			
7	40	- GREMLIN	(7)	(0) 43			
8	41	-	(8)	(0)			
9	42	DRAGON	9	124	*	42	0
10	43	SCEPTER	10	4			
11	44	CRYSTAL	11	1	*	44	0
12	45	STONE	12	6			
13	46	SWORD	13	5	*		1
14	47	SCROLL	14	3			
15	48	RING	15	36	←		
16	49	- MAP	(16)	(44)			

17000 cloud
18000 SORCERER
19000 WITCH
20000
21000
22000
23000
24000

KNOW SUP ICRY STN SWD KEY RING MAP

I = 1 2 3 4 5 6 7 8 9 10 11 12 P3 14
(1, J) = CHR# 43 44 45 46 47 48 49
(2, J) = RN

Tell 018
SOR 133
K 210
CLD 2-236
DRG 013
CRY 04
STN 207
RNG 009

$$CY=10 \quad CX=11$$

$$MY=5$$

$$MY=2$$

$$MY/CY$$

1	6
2	7
3	8
4	9
5	10
6	11
7	12
8	13
9	14
10	15
11	16
12	17
13	18
14	19
15	20
16	21
17	22

$$MY \quad CY \quad SI=0$$

1	1
2	4

$$MY/CY \quad SI=1$$

3	7
---	---

$$MY/CY \quad SI=2$$

4	10
---	----

$$SI=3$$

$$MY/CY$$

5	13
---	----

$$SI=4$$

$$MY/CY$$

6	16
---	----

$$SI=5$$

$$MY/CY$$

7	19
8	22

Given $SI :$

$$MY = SI + 2$$

$$CY = SI * 3 + 4$$

or $CY =$

Given $MX :$

$$CX =$$

$$CX = MX =$$

$$- (4 * 22 + 2)$$

$$MX = INT(CX/3) + 1$$

$$CX = (MX * 3) - 1$$

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
		2		5		8		11		14		17							
		1		2		3		4		5		6							
		1		3		5		7		9		11							